



MAX

GRAPHICS  
BY  
JAMES  
WILSON

COMMODORE  
64/128

Your hibernating crew aboard the huge astroworld drift silently through space unaware of the fission mines being planted by the renegade Death Lords above.  
Alerted by your P.C. you have only seconds to start up RED MAX.

MUSIC AND  
SOUND E.X. BY  
DAVID WHITTAKER



ACTUAL C64  
SCREEN SHOTS

RED MAX



1002

RED MAX



FAST  
LOADER



By David Darling  
Author of original  
Bestseller Last V8

COMMODORE  
64/128

JOYSTICK  
OR  
KEYBOARD

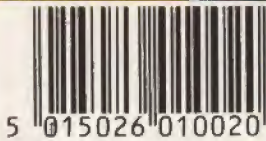
**REDMAX**  
The Astroworld drifts silently through space, the crew of the massive craft lie in suspended animation below the surface unaware of the fission mines being planted throughout the complex above by the renegade Death Lords.

You wake suddenly to the piercing sound of the intruder alert. Your P.C. blinks on, the cursor dashes across the VDU revealing your daunting task.

Intruder alert... REDMAX is fueled and ready to go... De-activate 27 fission mines on the surface, proceed to lift and descend to engineering level, turn on 8 backup nuke-core cooling systems, shut down 4 power plants, return to lift and descend to hibernation complex re-animate 9 crew members.

CODE BY  
DAVID DARLING

LOADING  
type LOAD press RETURN



5 015026 010020

## CONTROLS:

### JOYSTICK IN PORT 1

Left                      Rotate Left  
Right                    Rotate Right  
Fire "On"              Accelerate  
Fire "Off"              Brake

### KEYS

 **SHIFT**  
S "On"  
S "Off"

### RELEVANT DATA

**MINES** . . . Black with yellow pulsing LED'S

— De-activate on contact

**LASER FENCES** . . . Four units surround complex/de-activated using numbered switches

**LASER GATES** . . . Divide City/De-activate — no known way

**FUEL PODS** . . . Usually white/pulsing auto-fill on contact

**COOLING SWITCHES** . . . Flash blue and white/turn green on contact

**REACTOR SWITCHES** . . . Flash green and yellow/will not pulse or activate until coolant switches are green

**LIFT** . . . In centre of complex/circular central floor-pad activates lift

**SLIME** . . . Green biological growth which impedes steering and destroys tyres

**SUSPENDED ANIMATION UNITS** . . . Blue/bed shaped/switch controlled

## Storyline

Against all predictions the SUN began a SUPER NOVA cycle. The survivors from the Global War had only a few years to colonise the moon and build the massive *anti-gravity orbs* needed to change the moon's orbit to head for the sun. As soon as the moon was close to the sun the *anti-gravity orbs* were activated and it was sent catapulting through the solar system.

The plan was for the colony to hibernate for twelve hundred years, long after the SUN had exploded and hopefully with the moon in orbit, in a new solar system.

You are safely past the sun but something has gone wrong... the Renegade Death Lords have landed and sabotaged the power plants. You must de-activate the fission mines which they set and quickly release your crew from their hibernation units before they shut down from lack of power cause *terminal hibernation!*



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